



SHOW BIBLE

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Created by The Houghton Brothers

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WHAT IS THE SHOW?

BIG CITY GREENS is about a simple country family moving to the complicated world that is the big city. The series centers on Cricket Green, whose curiosity and enthusiasm leads his wildly out-of-place family on epic journeys and into the hearts of his new neighbors.



INHERENT CONFLICT

The Greens are “fish out of water.” They are constantly stepping out of their comfort zone, pushing the limits, and meeting new people. Change may be difficult or scary, but they’re up for the challenge!

OVERVIEW

Big City Greens is a funny and adventurous fish-out-of-water series with family at its core.

For example: Cricket will attempt to launch a chicken into space in order to make his dad proud! He’ll plunge a dog show into chaos in order to let his sister and her pet goat win the competition! Cricket will wrestle with a bomb-defusing robot in order to save a family tradition!





*Big City Greens is
two parts funny,
one part heart.*

BIG CITY GREENS IS ABOUT...

FAMILY: Sticking together; it doesn't matter *where* you are, just *who* you're with.

CONTRAST: City/Farm, Rich/Poor, Complicated/Simple...

GROWTH: Discovering and understanding new people, places, and experiences.





CRICKET GREEN

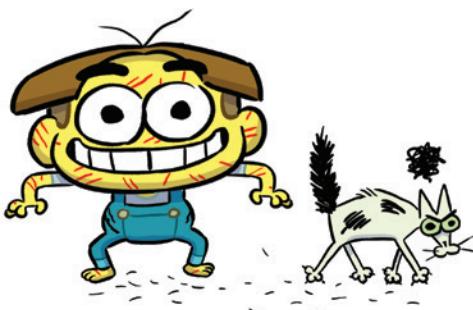
(The Adventurer)

Cricket is a curious, optimistic, and adventurous kid who loves to explore. He has only ever known the country and is excited to move to the city.

He means well, but like an itch he must scratch, Cricket can't help but do what he isn't supposed to. This usually leads him into trouble.

If a door says "Do Not Enter," Cricket is the first one through. His curiosity gets the best of him.

Cricket wants to discover how things work; how people work; how the world works...



Attributes:

Curious; Confident; Charming; Stubborn; Sneaky; Truth-Stretcher; Loyal; Creative Problem-Solver; Extroverted





SILVER TONGUE

Cricket is persuasive, like a carnival barker, with a huckster's charm. He never has malicious intent (he doesn't think what he's doing is bad or will hurt anyone), but his white lies and truth-stretching leads him into sticky predicaments, like when he tries to sell fake fruit at the farmers market to help his dad.

Cricket is wildly confident and rarely gets cornered in a lie.

FAMILY DEFENDER

Cricket loves his family deeply and will defend them when he feels they have been wronged. He will seek retaliation and fight for what he believes is right, no matter the obstacle.

When scheming, Cricket is usually in the mindset of "the ends justify the means." He believes "it's better to ask for forgiveness than permission."



NAIVE YET CONFIDENT

Cricket is unfamiliar with almost everything he encounters throughout the city. His confidence leads him to believe he's got it all figured out, but his ignorance shines through.

Cricket quickly learns from his misunderstandings and looks for adventurous and exciting ways to best utilize his newfound knowledge. But at first, he can be happily ignorant about the way the world operates.

Cricket is excited to be in the city. He sees the potential for fun in everyone and everything.



WANTS:

Cricket wants to try everything new.

Cricket wants to explore (people/places/things).

Cricket wants to make his mark on the world.





“BOY OUT OF TIME”

Cricket is a kid who's almost not allowed to exist anymore. It's as if he's pulled straight from the summer of 1950 and dropped into present day. He's a little bit of a “man out of time” in that he doesn't understand much about technology (nor does he care to). He'd rather build a raft, climb a tree, or play Critterball (a game he made up) in the backyard.

Cricket can't pass up a challenge.

FEARS:

- Cricket is *claustrophobic*—afraid of small spaces or being trapped. Sleeping bags are “people cocoons.”
- Cricket fears *robots* and *artificial intelligence*.
- He believes *statues* are *people* turned to stone.

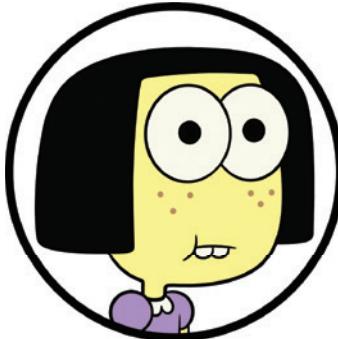


Flaws:

Big ego;
Hates to be wrong;
Rebels against restrictions;
Disobedient;
Prideful;
Stubborn;
Hears what he wants to hear.



CRICKET'S RELATIONSHIP WITH...



TILLY

Cricket and his sister are “partners in crime,” but have different ideas on how to solve problems. Cricket has more selfish motivations while Tilly is more selfless. Sometimes they’re at odds when their unique perspectives get in the way. But overall, they are siblings who like and love each other.

REMY

Cricket enjoys corrupting Remy a little bit at a time. Remy craves permission to have fun, and Cricket is more than willing to give it to him. If Cricket were Batman, Remy would be his sidekick, Robin, but Tilly would be Superman, a more equal partner.



BILL

Cricket wants to make his dad proud, but can’t help but defy him. Cricket and Bill both think they know best.

GRAMMA

Cricket admires Gramma for her adventurous and epic past, but also is cautious of her. He knows she can see through his schemes.





CRICKET GREEN

Overheard Saying....

Bingo Bango!

Daaaang

Hobgoblins!

Mow Money Mow Problems

I'm your worst nightmare... Just kidding, I'm Cricket Green!

Cricket Green Urban Legend

Free Range Cricket

No Shoes, No Limits

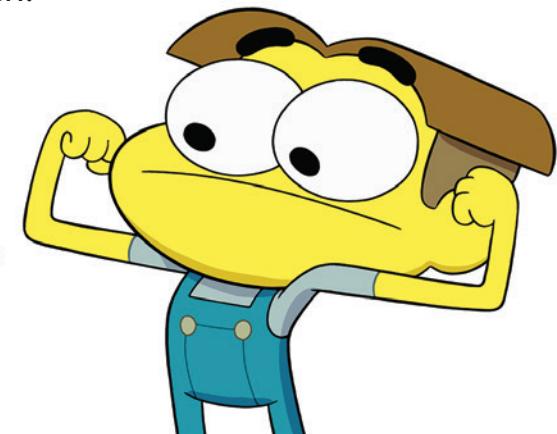
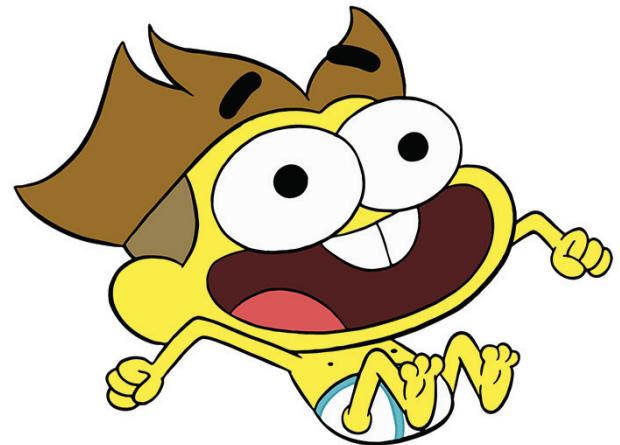
No Shirt, No Shoes, No Problem

Master of Camouflagication

Downtown Daredevil

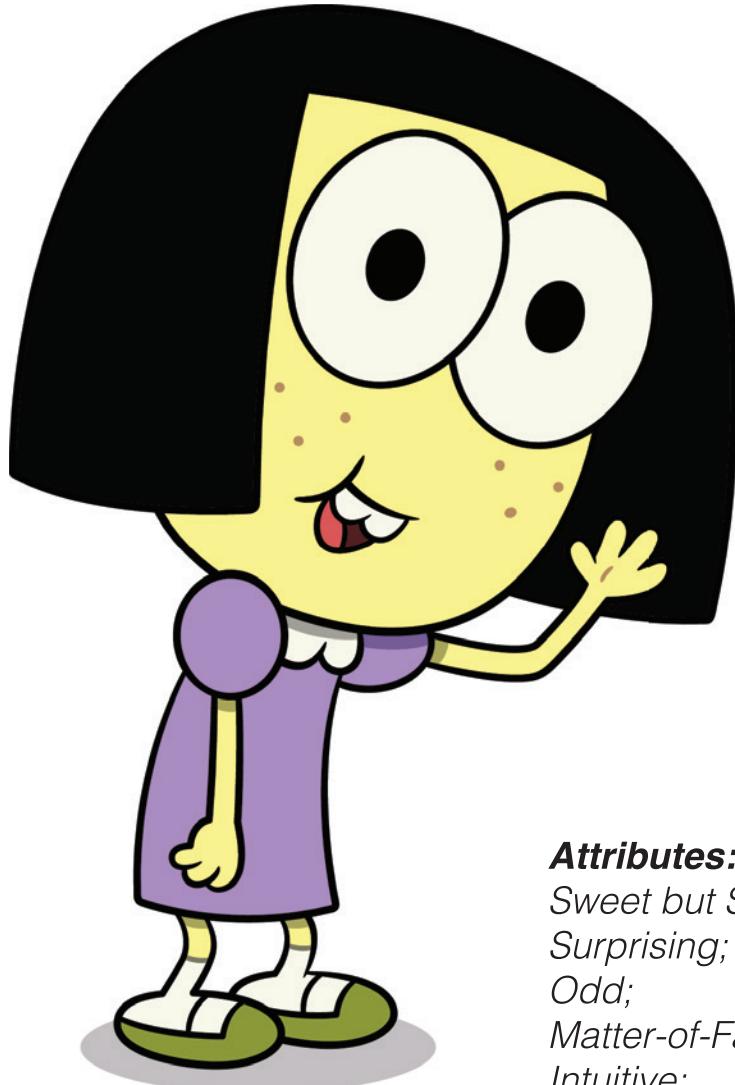
Critterball Champ

HOG WILD



TILLY GREEN

(The Oddball)



Attributes:

Sweet but Strange;
Surprising;
Odd;
Matter-of-Fact;
Intuitive;
Quirky;
Lucky;
Thoughtful;
Mysterious.

Tilly is Cricket's strange-yet-lovable sister. She is deadpan in her delivery and attitude, but the gears in her head are always turning. Tilly is independent and confident in her decisions, but in a strange, quiet way. She wants to help others, whether human, animal, or otherwise. Part of what's fun about Tilly is that she is a bit mysterious.

When Tilly does speak, she doesn't have much of filter between her brain and mouth. This leads her to speak the truth, which often blows Cricket's cover.

Tilly is into weird stuff (1930's strongmen, sacks of flour, rock-shaped rocks...), and often surprises the audience with her interests and what she's up to.



We should always know *why*
Tilly is doing what she's doing.
She's not random.



Flaws:

*Takes things literally;
Hard to read;
Can get stuck in a lie;
Can be taken advantage of;
Doesn't always speak up when
she should;
Selfless to a fault.*

*Tilly's worldview:
everything is simple.*



THE OLDER SISTER

Tilly likes hanging out with Cricket, but as the older sister, she internally believes she is looking out for him. Cricket is the brains of the group, and Tilly likes his big ideas. She has a lot of fun with her brother and they have a good sibling relationship.

THOUGHTFUL

Although she may be hard to read at times, Tilly is very in tune with what's going on and how people are feeling.

Tilly wants everyone in the world to be happy. She will always help a soul in need.

Tilly notices and easily befriends other outsiders: the doorman at a fancy hotel, the hotdog vendor who doesn't know any English besides "ketchup", the tiny rat dragging a slice of pizza through the subway... Tilly sees the outsiders as the weird, beautiful glue that holds the city together.



SURPRISINGLY STRANGE

Things tend to work out in Tilly's favor, as if the universe is on her side. Some may call it luck, but Tilly's sweet innocence resonates with even the roughest customers.

Tilly has a big imagination and in her head the lines of reality are often blurred. She assumes she can communicate with animals. She believes some inanimate objects are alive and have riviting personalities. She has been known to slip into fantasies at the drop of a hat.



The universe is on Tilly's side.

WANTS:

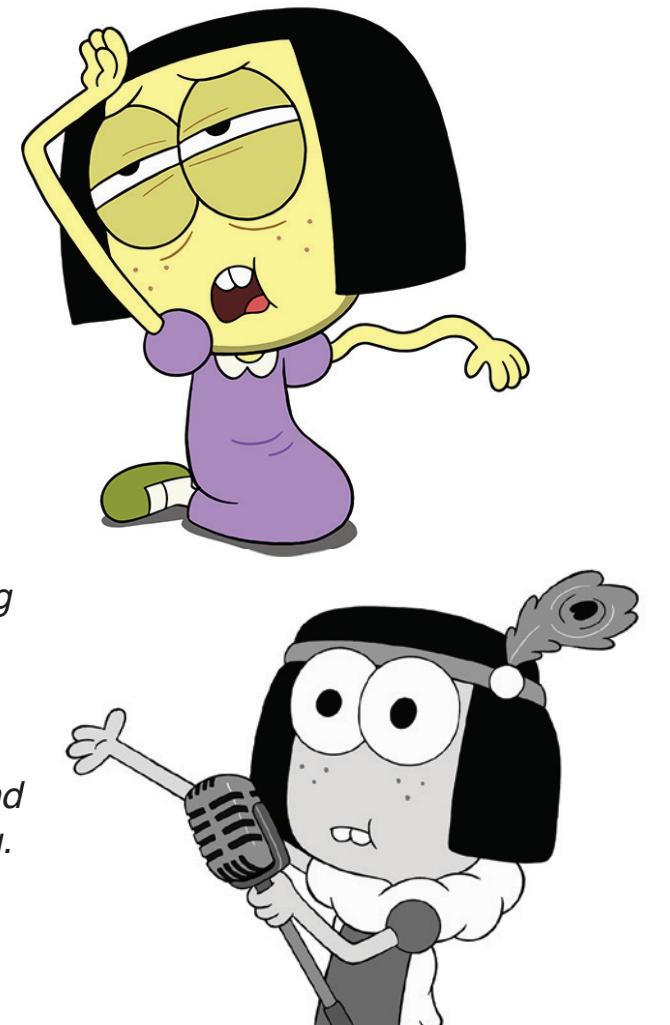
*Tilly wants to help the underdog.
Tilly wants to find other oddballs.
Tilly wants to stay true to her strong morals.*

FEARS:

Tilly is afraid of Velcro, demons, and can't stand the thought of shrinking.

However, when someone like Bill forces her talents into something like piano lessons, she's a dud. Tilly cracks under pressure when forced into things.

Tilly thinks any accomplishments she may have are "no big thing." Tilly's quiet and humble but very confident.





TILLY'S RELATIONSHIP WITH...



CRICKET

Tilly thinks Cricket is smart and has great ideas. However, she is the older sibling and believes she is looking out for her younger brother, even if her efforts to do so are sometimes misguided.



BILL

Tilly does her best to obey her dad, but can be swayed by Cricket. Tilly loves her Papa and wants him to be happy.



GRAMMA

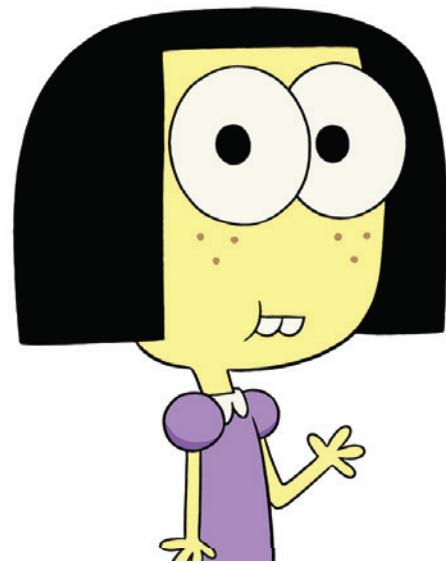
Tilly thinks Gramma is sweet and doesn't recognize her sour side.



REMY

Tilly thinks Remy is a beautiful caterpillar who just needs to become a butterfly.





TILLY GREEN

Overheard Saying....

I'll Take a Turn
Tilly Tornado
You Do You.

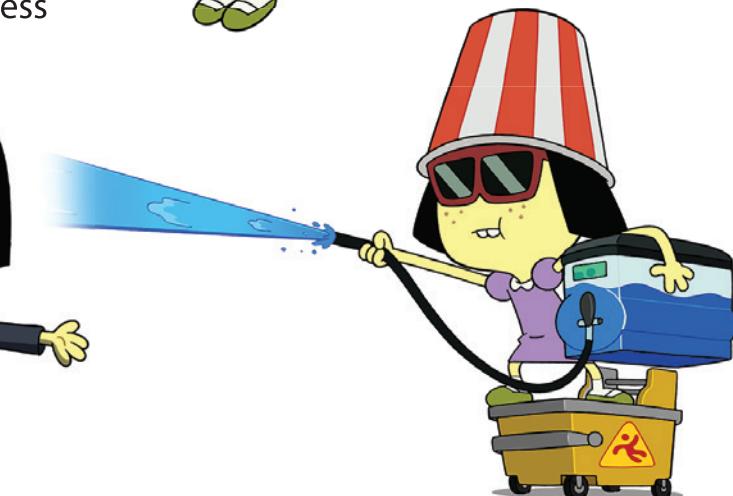
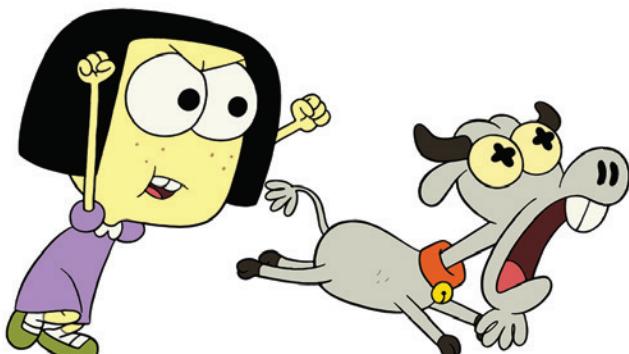
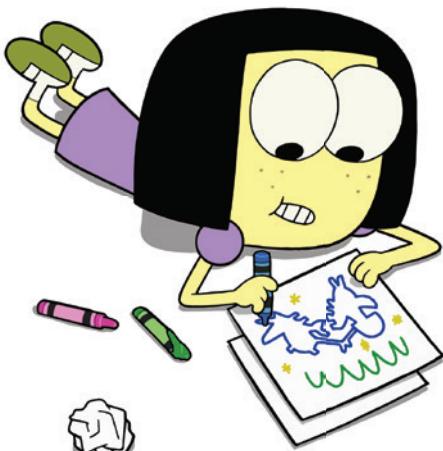
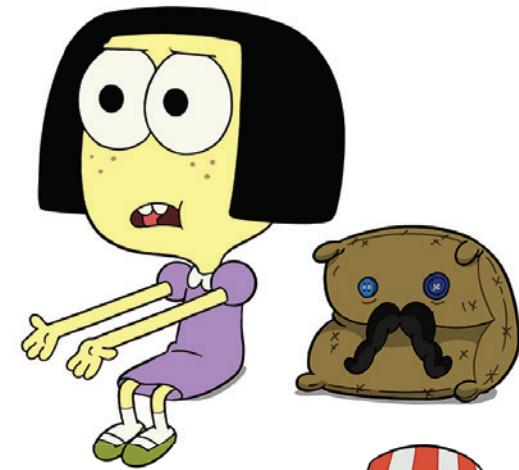
I Have Seen Danger... and I Love It
More for Tilly
Hi

Fun, Fun, Fun, Fun...
Hotdog!

I Won't Rest Until I've Met Every Cat
I am... Untouchable
G.O.A.T.

I am the Rat Queen
Street Smart Sweetheart
Birdy Mama

Don't Mistake My Kindness For Weakness



BILL GREEN

(The Worrier)



Bill is a hard-working single father and farmer. He is excited to be in the city and wants to embrace technology and be progressive in the modern world... but he's terrible at it. He is willing to try just about anything, but it usually blows up in his face due to his ineptitude.

As a single father, he is overwhelmed and in way over his head, but tries his hardest. He wants the best for his family and tries to hide any stress of barely making ends meet.

He loves his kids with all his heart, but knows he must (at times) be strict with them and even dole out punishments. However, he's more bark than bite. Bill second guesses his parenting and is bad at disciplining. When he has to lay down the law, it breaks his heart.

Attributes:

*Bumbling; Pleasant;
Overwhelmed; Hard-working;
Honest; Proud; Earnest.*



FARMER

Bill lovingly grows his vegetables in the backyard. He can be found talking to them as if they were his close friends.

Bill sells his veggies at the local farmers market to provide income for the family. Hipsters label Bill as an “Urban Organic Farmer,” but Bill only knows what one of those words mean.

Bill is missing a finger (his right index finger) due to an unfortunate hay baler accident. He gets along fine without it, but hopes it’s doing okay wherever it ended up...

WORRIER

Bill feels like he shoulders a lot of the weight of the family. Because of this he worries about taking care of everyone. Bill worries about money, “fitting in” in the city, Cricket going down the wrong path, if his crops will come in this year...

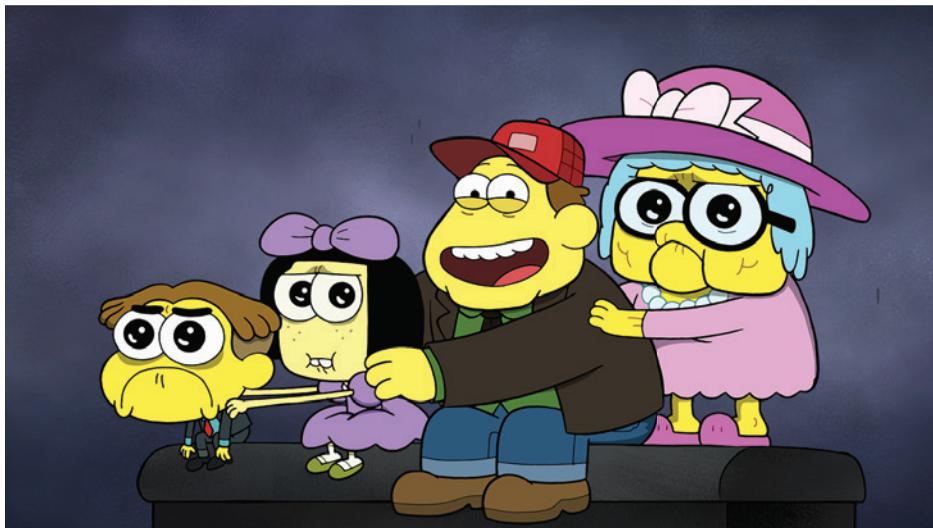


Flaws:

*Second-guesses himself;
Gullible in the city;
Damaged goods;
Self-conscious about
being a “fish out of water.”*

TECHNOLOGICALLY INEPT

Bill wants to embrace technology. He is not a guy looking to change who he is (he isn't going to start wearing skinny jeans), but he is looking for ways to make his and his family's lives easier.



Bill is very frugal. He does his own repairs, gives the kids haircuts, and won't buy bags at the store.

The family understands they don't have a lot of money and look for creative ways to make things work.

They moved in with Gramma after Bill lost the farm. Bill says he moved in with his mom to help her in her old age and to save on finances. Gramma thinks she's "bailing out" Bill.



FEARS:

Bill is afraid of taking risks or making mistakes.

Bill is afraid of hay balers (they took his finger).

Bill is afraid of suits/public speaking/social situations.

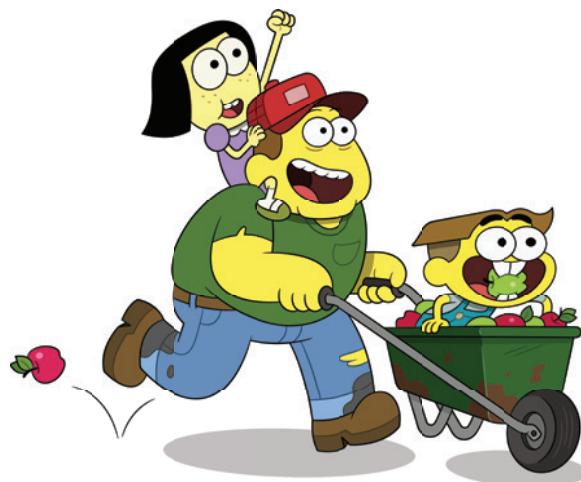
WANTS:

Bill wants a fresh start.

Bill wants his kids to be successful.

Bill wants to provide for his family.

Bill wants to embrace technology.



BILL'S RELATIONSHIP WITH...

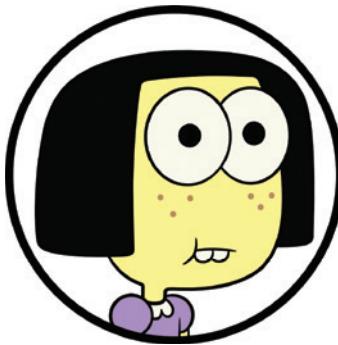
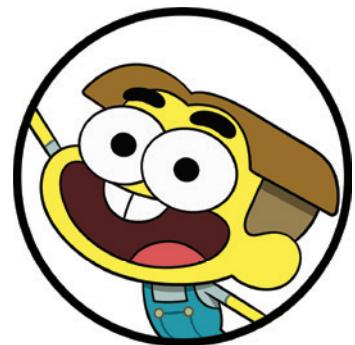


GRAMMA

Bill loves his mom (he's a bit of a momma's boy), but can get frustrated when she criticizes him. Bill is still his mother's child, no matter how old he gets.

CRICKET

Bill worries about Cricket. Bill tries to guide Cricket down a path that will allow him to grow into a functioning member of society. Bill loves Cricket and only wants what is best for him.



TILLY

Bill believes Tilly is his golden ticket. Bill thinks she is, and always will be, the success and the saving grace of the family.

REMY

Bill thinks Remy is a good influence on Cricket and welcomes Remy into their family with open arms. Bill wants to toughen Remy up and teach him how to be more self-reliant.



BILL GREEN

Overheard Saying...

Jeez o' Petes

Beware the Hay Baler

100% Organic

Kludge Don't Budge

D.I.Y. Guy

CRICKET!

Tater Salad

Farmitude

Home Grown

Green Thumb

Good Crop Bad Crop

#1 Dad

I'm Doin' My Best Here

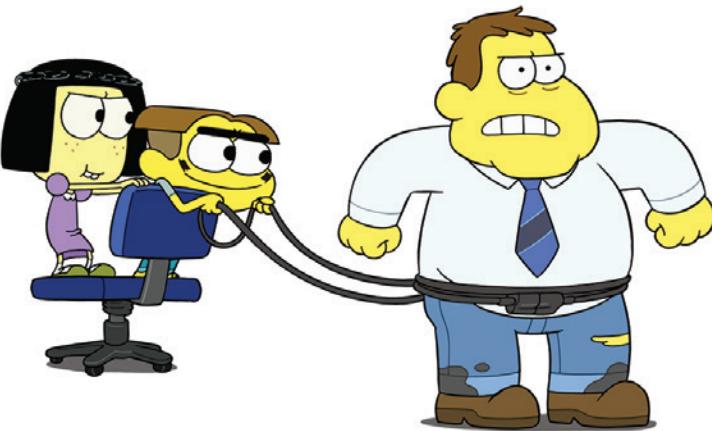
Barely Keepin' It Together

Dad on Arrival

Dad Serious

Proud Papa

Taters Gonna Tate





Sweet and Sour

Attributes:

Sharp; Snappy;
Shocking; Cuddly;
Cute; Tough.

GRAMMA ALICE

(The Cynic)

One minute Gramma Alice can be a no-nonsense, prickly, vinegar-spittin' woman, and the next, a sweet, loving, and protective old lady.

She'll tell you what's on her mind whether you ask her or not. She shouts about the temperature ("Too hot! Too cold!"), how to raise your kids, how much better things used to be, and she often laments that "No one whistles anymore!"

Gramma used to live in the country but the city developed in around her. As it closed in, she became more reclusive. That is, until Bill and the kids moved in. It might be hard to get her to admit it, but she likes having everyone around.



IN ON THE ACTION

Gramma enjoys spending time with her family, and often accompanies them out into the city. She doesn't like that her neighborhood has turned into a city, but she's opening up to it a little at a time.

Gramma was “in the war” and is missing her right leg, but has a wooden one.

Although she has a hard time getting around, it doesn't stop her from showing off her tap dancing skills.

Gramma can see through Cricket's fibs and knows exactly what he's up to. She was once like him in her younger days and knows all his tricks. For her own entertainment, she would rather help Cricket than stop one of his schemes.



Flaws:

*Unapologetic;
Blunt;
Distrusting;
Cranky;
Devious;
Cynical;
Holds grudges;
In denial about age;
Afraid of losing family.*



WANTS:

*Gramma wants to feel young.
Gramma wants to preserve country culture.
Gramma wants to keep her pride at all costs.*

FEARS:

*Gramma is afraid of doctors, other old people, and “thieves!”
Gramma fears losing her house/land.
Gramma is superstitious and afraid of ghosts.*



WHIPLASH

The most fun with Gramma is the whiplash between her sweet and sour attributes:

- She's often forgetful, but don't you dare correct her.
- She spends her time drinking brandy and knitting afghans for little babies.
- She believes in tough love.
- She often does the opposite of what she's told.

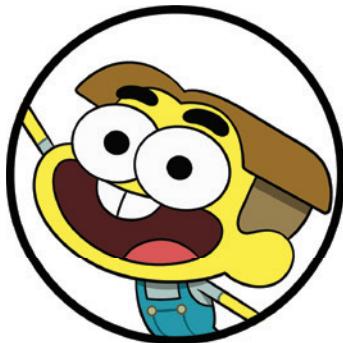


GRAMMA ALICE'S RELATIONSHIP WITH...



BILL

Gramma still parents Bill, and she is a harsh critic. But she loves her son and only is hard on him in order to toughen him up.

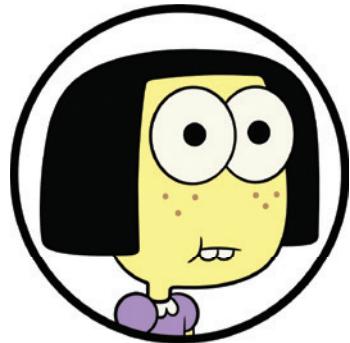


CRICKET

Gramma sees through Cricket's schemes, and is amused by his antics. She knows Cricket may be up to something and will let it slide, just to see things unravel for Bill. She likes a little chaos as entertainment.

TILLY

Gramma is a little concerned by Tilly's strangeness, but is fiercely protective of her "Sweet Tilly." Gramma has no qualms about using Tilly (and Cricket) as pawns to do her bidding, whether that's to get some of the cookies she likes, or to destroy her enemies.



REMY

Gramma finds Remy a bit annoying, but easy to take advantage of. When she has no use for Remy, she will just as easily swat him aside as if she would any other city person. She enjoys poking at his insecurities.

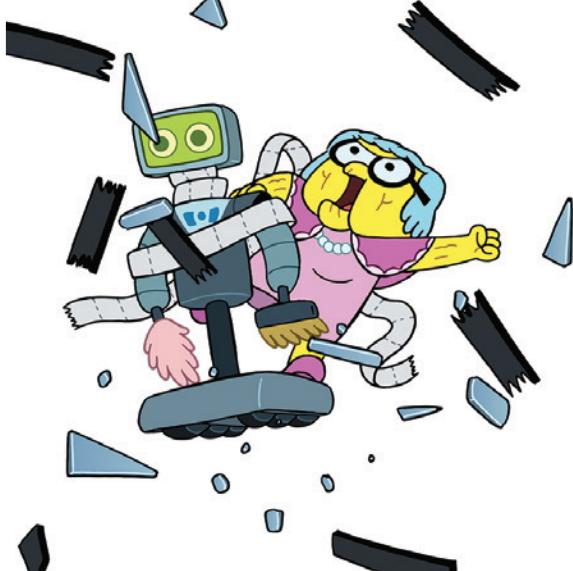




GRAMMA

Overheard saying...

Hot Rod Gramma
Where's My Grenade?!
Gimme a Kiss, You Imp!
Never Let Yer Guard Down!
I'll Have Yer Hiney!
Don't Mess With Gramma!
Do You Have What It Takes or Are You All Lip?
No, YOU'RE Old!
I'm Not Old, Just Too Tough To Die
My Sass Made Me Wrinkly
Congratulations On Finding a Worthy Opponent
My Shirt My Rules
Fake Leg, Real Danger
Sword Owner
Mean Green
Fear the Elderly
You're Gonna Pay the Ultimate Price... Kisses!
Mind Your Own Biscuits
Hush Yer Mouth!
The Grim Reaper is a Gutless Coward





Attributes:

*Lonely; Excitable;
Loyal; Genuine;
Eager; Sheltered.*

*Remy needs
permission to
have fun.*

REMY

(The Late-Bloomer)

Remy is a sheltered yet lovable dork. He is eager to get out there, push the limits, and grow... all with Cricket's help.

Remy is an only child from a wealthy family. Remy's mom is a workaholic lawyer and his dad is an ex-pro football player with wealth and fame. His parents are often not around, leaving Remy to live a very independent lifestyle.

Remy has everything Cricket does not, and vice versa. Remy has wealth, independence, and means, but Cricket has family, acceptance, and love. Together, they make a good pair.



EAGER TO GROW

Remy is a bit buttoned-up due to his upbringing. Remy can be found writing checks to pay for his candy, creating his own chore chart, or giving sound financial advice to Bill. When Cricket sees this, he thinks Remy is missing out on his childhood: "Be a kid, Remy!"

Cricket is Remy's guide to stepping outside his comfort zone. Remy loves this because he's looking to bloom and let loose. In turn, Remy brings out Cricket's more caring and thoughtful side.



NOTE: Remy is NOT a wet-blanket / OCD / neurotic.

Instead of saying, "We're not supposed to do that," like a wet blanket, Remy would say with enthusiasm: "**I didn't know we could do that!**"



Flaws:

*Needy;
Craves validation & affection;
Malleable;
Over-thinks;
Emotionally dependent.*



PART OF THE FAMILY

Remy is thrilled to be treated like a member of the Green family. "I'm just... SO happy to be here!"

Remy is the audience's way into the wild world of The Greens.

Remy wants validation and affection. Since he doesn't get much from his family, he looks for it at the Green's house.

However, in wealthy social circles, Remy can be embarrassed by Cricket.

Remy's personal bodyguard, Vasquez, often accompanies Remy on adventures with Cricket.

OVERKILL

Remy blows Cricket's cover due to his enthusiasm.

Remy often fumbles the ball.

He's "dorky," not "nerdy." It's a fine line, but nerdy is about stats and pushing up glasses and being afraid to do things. Dorky is being a little lame, being unaware of yourself, and missing certain social cues.

WANTS:

*Remy wants validation and affection.
Remy wants to bloom as a person.*

FEARS:

*Remy is afraid of change.
Remy is afraid of space/infinity, "I don't know about space... there's just so much of it!"*



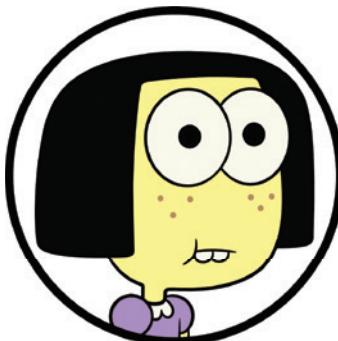


REMY'S RELATIONSHIP WITH...



CRICKET

Remy follows Cricket and enjoys pushing the boundaries of what he is comfortable with. Remy is awestruck by Cricket's chutzpah. Remy can be needy around Cricket, but also helps Cricket tap into his sensitive/caring side.



TILLY

Remy wants to impress Tilly in order to justify his acceptance into the family. Remy really likes Tilly, but he doesn't fully understand her.

BILL

Remy is nervous around Bill, and sees him as a tough, intimidating giant. Remy is so happy and thankful to be a part of the family and wouldn't want to upset Bill and lose his acceptance.



GRAMMA

Remy is terrified of Gramma. When he tries to be overly respectful, Gramma chews him out for being too stiff. He can't win with Gramma.





NANCY GREEN

(The Rebel)

After freeing a herd of dairy cows from a corporate milk farm, Cricket's mom was sent to jail after being charged with trespassing, property damage, and cursing at a judge.

Nancy is an animal rights activist with strong beliefs and a free spirit. She is headstrong and doesn't like to be told what to do. She gets antsy when things are "too quiet."

Cricket and Tilly love their mom. Cricket especially thinks she is incredibly cool. When she's with her kids, she is a lot of fun. Bill is afraid Cricket will grow up to be like his mom and embody all of her flaws.

Bill and Nancy are divorced, but co-parenting.

Attributes:

*Extremist;
Anti-Establishment;
Free spirit;
Rough and Tumble;
Encouraging to her kids;
Activist.*

Flaws:

*Reckless;
Combative;
Rebellious;
Irresponsible.*



GLORIA

Gloria is Cricket's lovably tortured neighbor who works at the coffee shop next door (Big Coffee). Gloria recently graduated from a small liberal arts college and is looking to save money to move to Paris one day. She grew up in the suburbs and considers moving to the big city a stepping stone on the road to a more sophisticated and cultured life. Gloria believes she is meant for something *more*.

Gloria dreams of running a classy French cafe instead of merely working at a chain coffee shop. She wants to be an artist! Or a poet! Or a writer! Or... anything besides a barista.

She owns an exotic bird that she keeps in a cage in her small studio apartment in a dumpy part of the city. The bird can "talk" and sometimes betrays Gloria's secrets by repeating what she's said in private.

Gloria has a desperation about her. She wants the patrons of the cafe to like and appreciate her (which they rarely do).

She has a short fuse, and Cricket always seems to be the one holding the match.

Attributes:

*Desperate;
Dreamer;
Feels Trapped;
A Romantic;*



OFFICER KEYS

Officer Keys is an insanely cheery and painfully dumb police officer. He's a personified loaf of white bread. Keys happily delivers bad news with a grin: "Here's your ticket!"



ALEXANDER and TERRY

These two Big City citizens are often seen patronizing the local eateries and establishments. Alexander is a loud, exuberant guy, and Terry never says a word.





VASQUEZ

Remy's personal body-guard/chauffeur/chef. Vasquez has military training and is incredibly deadly. He also loves Remy with all his being.



RASHIDA REMINGTON

Remy's mother is a wealthy and powerful lawyer. She has concerns about Cricket's influence on her son, but is usually too busy to interfere with any shenanigans.



RUSSELL REMINGTON

Remy's father is a retired pro football player who has parlayed his football career into a lucrative licensing deal. Russell has slapped his face on all kinds of football-related merchandise, including his own video game.

MR. GRIGORIAN

Grigorian is a reclusive old man who lives in the apartment building next to the Greens. He loves his cat Anoosh, but hates when Tilly tries to cuddle with his sweet Anoosh. Gramma and Grigorian have some sort of beef and he often berates her from his balcony. Cricket is convinced Mr. Grigorian is “a Dracula.”



BRETT

Brett is a 34-year-old stoner who lives in the building next door to the Greens. Brett works at the local animal shelter and loves nothing more than his two yappy dogs. Brett has one mode of operation: Chill. The kids think Brett is incredibly cool because he lives alone, goes to bed whenever he wants, and eats pasta every day!





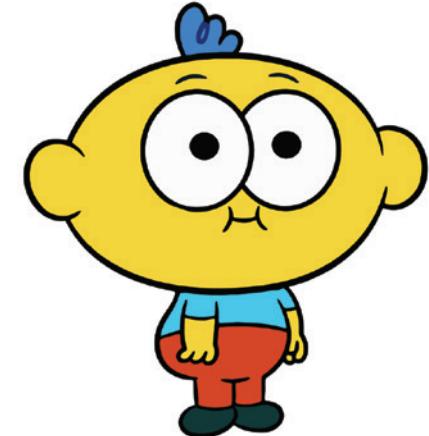
ANDROMEDA

Andromeda is a conspiracy specialist. She believes in aliens, the Illuminati, vampires, and is 100% certain radio waves are cooking our brains. Andromeda is an assertive tough girl who will choke-hold you if you contradict her. Also, Tilly's best friend.



KIKI

Kiki is a ball of never-ending energy. She has an extreme passion for anime and video games and will talk about them for hours on end without ever taking a breath. She can't believe Cricket doesn't know about all the cool stuff she loves and enjoys expanding the Greens' world view.



BENNY

Benny is a cute little boy who says some dark and messed up stuff. He's much younger than the normal group of kids, and has a skewed yet somehow adorable perspective on life.



WEEZIE

"Everything's breezy with Weezie." Weezie speaks in catchphrases that no one understands, but everyone loves.



CHIP WHISTLER

Chip works at Wholesome Food grocery store and hates the Greens. In every encounter with the Greens, Chip always ends up chipping his tooth. Chip has vowed to run them out of Big City! Just as soon as he gets back from the dentist.



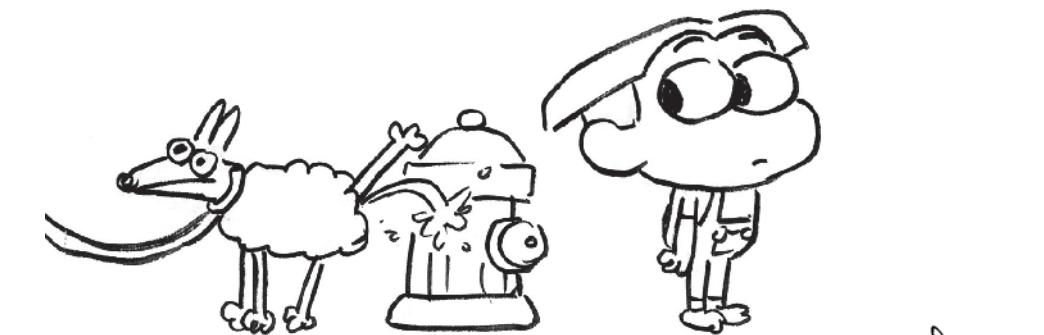
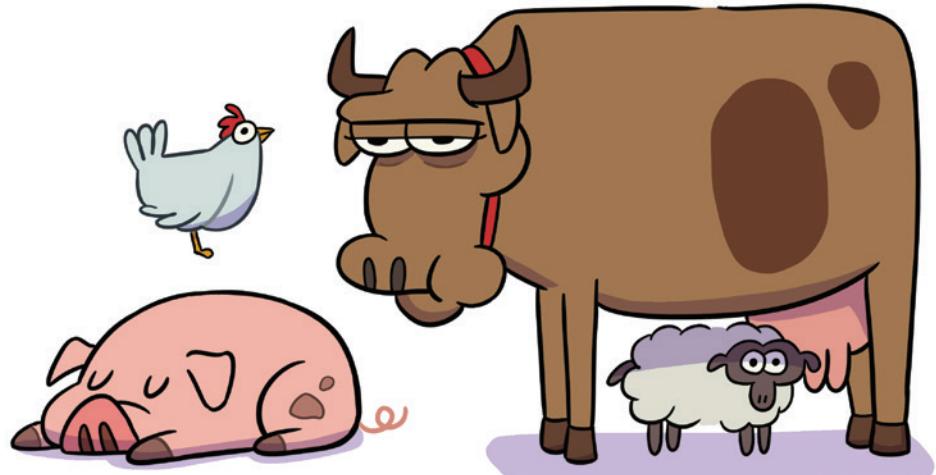
Pets and Animals

Between the farm animals, household pets, and the wild critters that roam the city, the Greens are surrounded by a lot of animals.

All of the animals in this world are concerned primarily with food and sleep. They rarely exhibit "human" characteristics (except for a good joke).

While the farm animals are mostly referred to as "the cow" or "the goat" by Cricket, Bill and Gramma, Tilly has carefully named each animal, both great and small: Mrs. Brenda, Cynthia, Melissa, Marjorie, Shiloh, Abigail, Gunther, etc.

All animals are very special to Tilly.



Gramma owns two cats. One of which is a nice sweet skinny cat named Dirtbag (Gramma named him). The other is a mean fat cat that hides under sofas and swats at Cricket's feet as he walks by. We never get a good look at the mean cat but he's always there. Watching. Waiting.



Cricket likes all of the family's animals but LOVES loves loves their extremely old dog, Phoenix.

-Cricket has to carry his dog up the steps



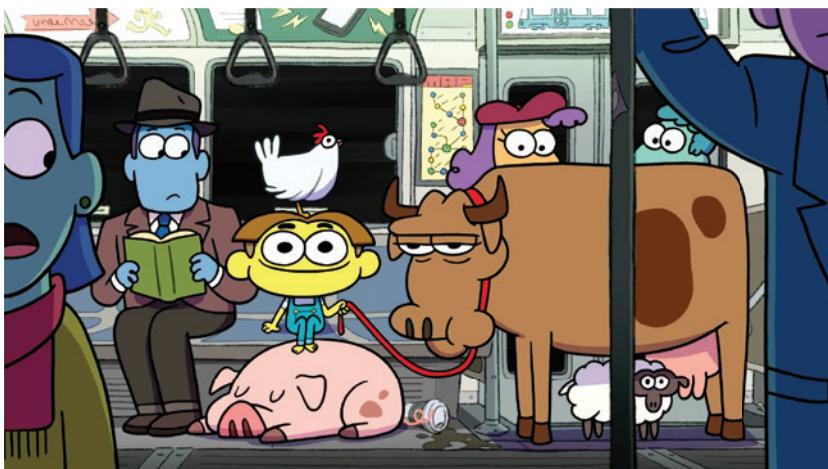
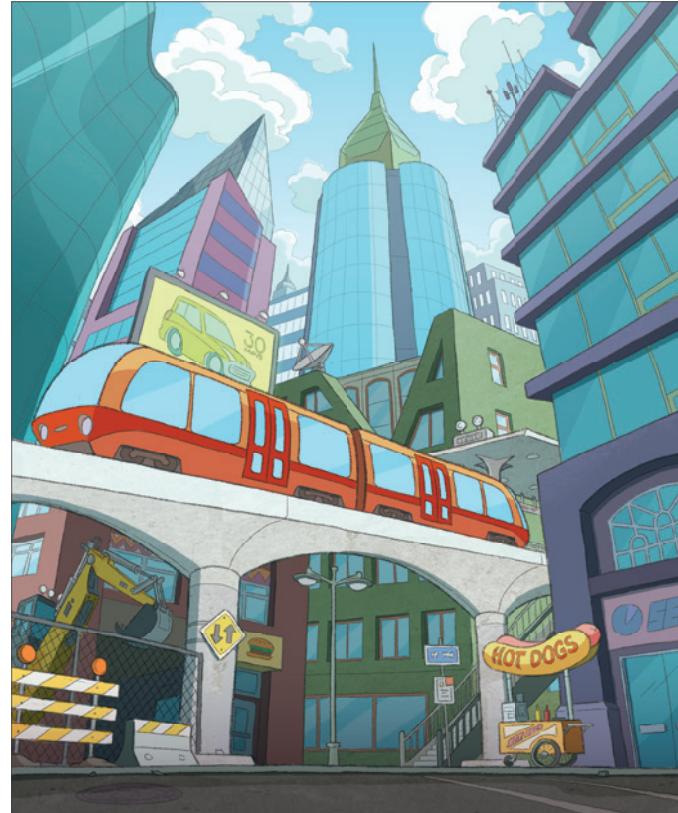
Cricket, having never seen a pigeon before, thinks all pigeons are the same one bird. He's delighted whenever he sees "Henry."

MAJOR LOCATIONS

BIG CITY

The Greens live in “Big City,” which is a sort of combination of New York/Chicago/Los Angeles/Detroit.

The city can cater to our every need. It has wealthy areas, gentrified/hip areas, poor areas, Little Armenia/Mexico/Thai Town equivalents, etc. It can have its own mafia, Church of Scientology, Disneyland, whatever! The city should be as diverse and expansive as possible. We’re there to see Cricket and his family react to it. The bigger the contrast, the better!



POTENTIAL CITY LOCATIONS

This is a fish-out-of-water show, so we’d like to get the fish out of the water as much as possible. When the Greens leave their house, they’ll be traveling to new, fresh, and intriguing locations where they will quickly upend the social norm. Locations like:

A Post-Modern art gallery; Ikea; a fancy sushi restaurant; the zoo; a baseball stadium; an “escape room”; YMCA; an abandoned industrial factory; a “healing crystal” boutique shop; tattoo parlor; observatory; a hip juice bar; a Venice Beach-like boardwalk; GameStop; the pharmacy; the sewer; and so on...

GRAMMA'S HOUSE

The Greens, as well as our audience, are new to Gramma's house. We'll discover it together: junk in the yard, the dangerous old garage, the creepy basement, etc. Cricket and Tilly don't have a long history at the house. There's fun to be had there!

The Greens' house has a very home-made or "makin' it work" vibe. It's not junky, it's resourceful.



CRICKET AND TILLY'S BEDROOM

Cricket collects bugs, bones, and cool rocks. He sleeps in a hammock and has carved out a secret exit through his dresser.

Tilly sleeps in a loft on the other side of the room. She likes pictures of 1930's strongmen and will sometimes confide in her homemade stuffed animal (a flour-sack with a mustache on it) named Saxon.



THE OLD GARAGE

Behind the Greens' house is "the old garage." This is where Bill keeps his farming equipment, tools, and stuff that needs storing. Gramma also has been using this shed for storage for many years. There are plenty of things for Cricket to get into fun trouble with in here: bear traps, light bulbs to break, a tractor to drive, cat food to snack on, 2x4's just waiting to have nails pounded into them, feral raccoons in the rafters... Pure fun for a young boy.





BIG COFFEE

This coffee shop is similar to a Starbucks. You can get coffee here, but also sandwiches, candy, drinks, magazines, pastries... Cricket treats the patrons of Big Coffee like his neighbors, stopping in to offer fresh milk (straight from the cow)! Of course, Gloria would love to keep him out on a permanent basis. Through a series of chaotic events, Cricket ends up getting a job at Big Coffee and becomes Gloria's coworker.





FARMERS MARKET

The Greens have a small stand at the local Big City Farmers Market where Bill sells his crops and earns a living. The family usually comes along to help, but being so close to so many people, Cricket and Tilly can't help but find mischief.



STORY

The funny stories will come from *who* the characters are and how they react to a situation or scenario. Avoid “random” funny.

Let’s explore the city through Cricket, with his curiosity and penchant for discovering trouble.

Stories should be pushed to an outrageous place/tone, even if it’s a simple story that takes place entirely in the living room.

It’s more fun to watch family members working together than fighting against one another.

It’s fun to watch characters make wrong decisions! But we should understand why they’re making them.

The characters should grow or experience a little change every episode. But we do NOT need a “lesson”. Avoid being preachy.

Don’t pack too much in. There needs to be room to let fun scenarios breathe and play out.

Start as late into a story as you can. Avoid complicated set-ups.

Look for “positive conflict” rather than a character hating something or someone.

Avoid stories where characters we love are forced to be miserable for 11-minutes.

Avoid stories that are based on a simple misunderstanding that could be resolved by everyone talking.



QUESTIONS TO ASK OF EVERY STORY:

- Who is this story about?
- What do they want?
- What is at stake/risked? What does the main character stand to lose?
- Is this story relationship-based?
- Is it *fun* to watch?

EVERY STORY NEEDS:

Tangible WANTS - external conflict

Intangible NEEDS - inner conflict

A good story has CAUSE and EFFECT:

This happens.

But, because of that, *this* happens.

Therefore, this happens.

Which leads to...

Relationship Quick Guide



Bill thinks Tilly is his golden child. Tilly loves her dad and wants him to be happy.

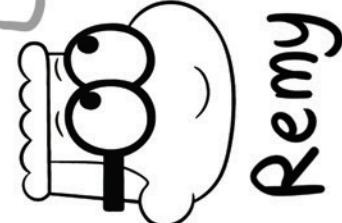


Cricket considers Tilly his partner in crime. As the older sibling, Tilly thinks she's looking out for Cricket.

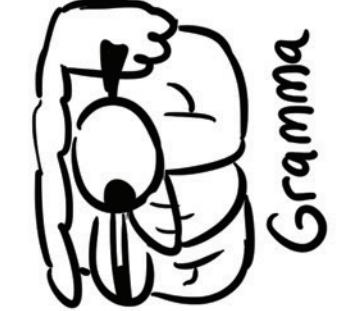
Cricket would like to follow Bill's rules, but can't help but defy him. Bill feels in over his head trying to keep Cricket in line. *They both think they know best.*



Cricket and Remy are best buds. Cricket enjoys "corrupting" Remy, and Remy enjoys "getting outside his comfort zone."



Gramma still parents Bill, especially on how to raise his kids. This can be frustrating to him, but he still loves his momma.



Cricket loves and fears his Gramma. She can see through his schemes, so Cricket must be careful around her. Cricket admires Gramma's adventurous past.



Mostly, Gloria can't stand Cricket, but sometimes he manages to endear himself to her. He's like her annoying little brother.



The Greens' animals are concerned with food and sleep. They rarely exhibit "human" characteristics.